# Forward rendering or forward shading

* Easy to understand and implement
* Heavy on performance
  + Each object iterate over each light
* Waste time in fragment shader when high Depth complexity

# DEFERRED SHADING

Defer / postpone heavy rendering to later stage.

There are 2 passes:

* **Geometry pass:** store geometrical info in G-Buffer (position, color, normals, specular values)
* **Lighting pass**: calculate lighting for each fragment using G-Buffer instead of taking each object from Vertex Shader to Fragment Shader.

Diagrama

Descripción generada automáticamente

Advantage: for each pixel in the screen, we only calculate lighting once

G-Buffer uses memory